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# GOLF

INSTRUCTION BOOKLET

*Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.*

**Thank you for selecting the Nintendo® Entertainment System™ Golf Pak.**

## OBJECT OF THE GAME/GAME DESCRIPTION

**Nintendo Golf lets you choose your clubs, change your stance, control your swings — even select the angle of impact on an 18 hole championship course. You view the course from both a close-up and overview perspective as you move down the fairway. Select 1 or 2 player stroke play or 2 player match play for the most exciting tee to green competition.**

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

# *1. PRECAUTIONS*

1) This is a precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, thinner, alcohol or other such solvents.

**Note:** In the interest of product improvement, specifications and design are subject to change without prior notice.

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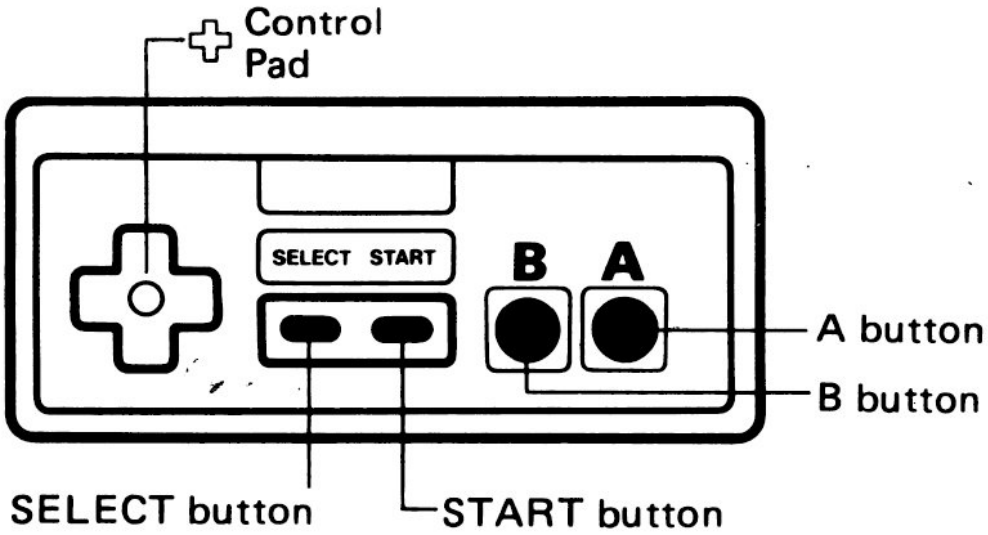
# 2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

**Controller 1** – For playing alone.
**Controller 2** – For second player in 2 player games.

## Controller 1/Controller 2

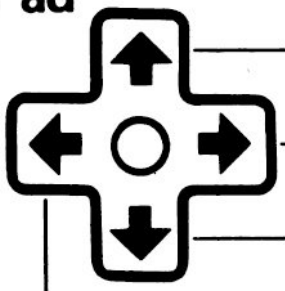



**[A button]**

1) Starts the backswing
2) Starts the downswing
3) Determines the point of impact

**[B button]** Not used.

## Control Pad



Selects the club

Changes the player's stance

Selects the club

Changes the player's stance

## SELECT button

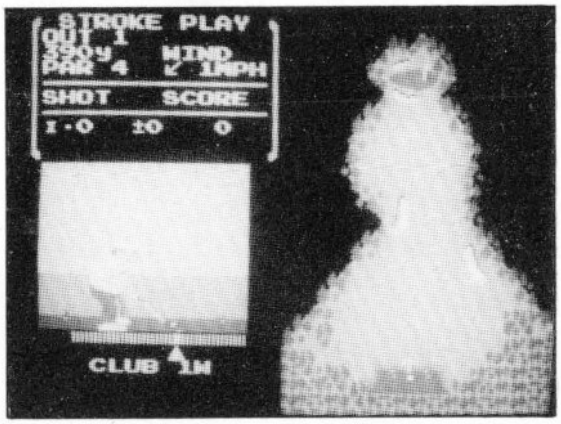
When this button is pressed the ball moves. Line up the ball with the game you wish to play.

*The SELECT button will not operate once the game has begun.

## START button

Press this button to begin.

# 3. HOW TO PLAY




Golf can be enjoyed in one of three different games: 1-PLAYER STROKE GAME, 2-PLAYER STROKE GAME or 2-PLAYER MATCH GAME.

*A match is played for 9 holes OUT and 9 holes IN for a total of 18 holes in all. The player with fewest strokes wins.

## Shots from the tee, fairway and bunker

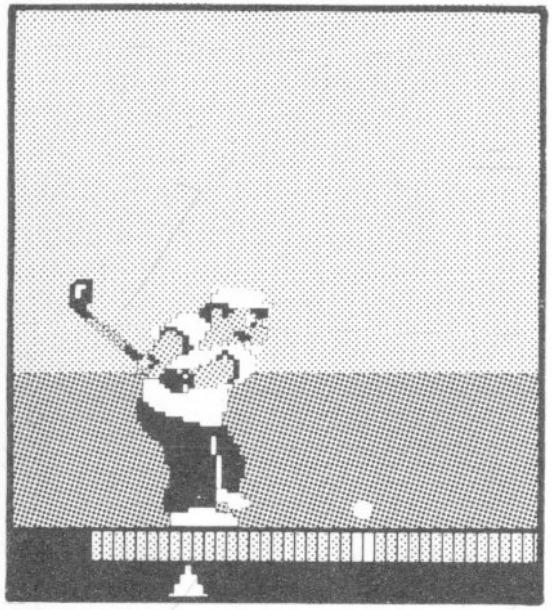
### a) Selecting clubs

* Select a club by pressing the top or bottom of the ✥ Control pad. See chart with club types and distances.

### b) Hitting the ball

* The A button is pressed 3 times to make the player shoot.

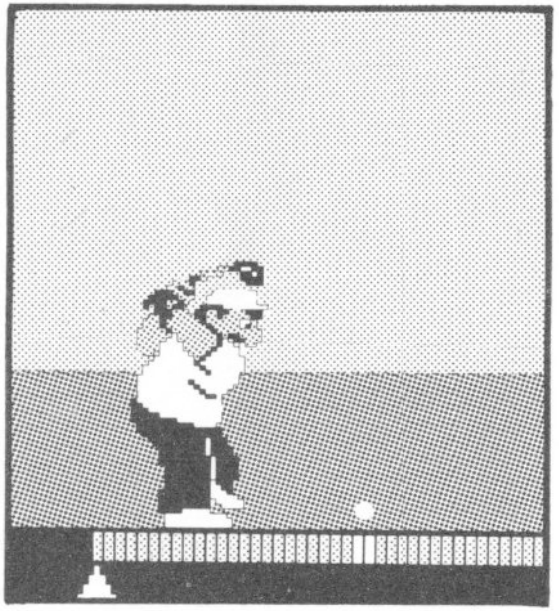
*1. Backswing*



**Swing meter**

Press the A button once to start the backswing.

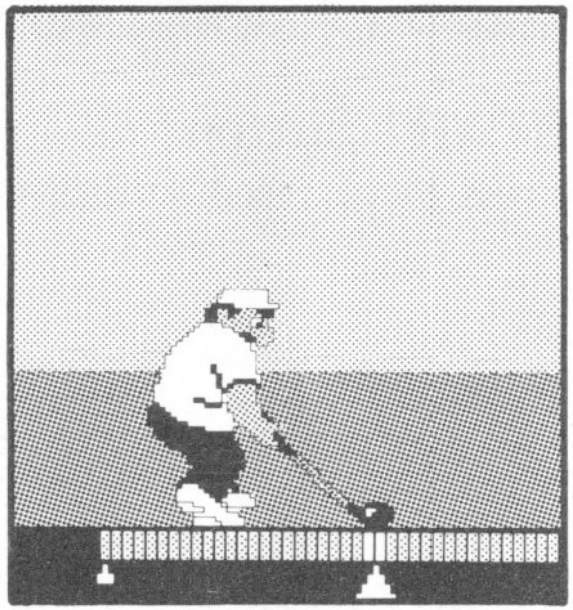
*2. Downswing*



**Swing meter**

Press button A again to stop the backswing and start the downswing. This determines the flying distance.

*3. Impact*



**Swing meter**

Press button A one more time to set the impact position. This will determine how the ball curves during flight.

- **Straight, slice and hook shots:** If you impact the ball when the swing meter is on the white line, a straight shot will be hit. If it is to the left of the line, the ball will slice. If it is to the right, the ball will hook.
- **Super shots:** If you use the #1 wood (1W), and start the downswing with the swing meter on the extreme left, and impact the ball with the swing meter on the white line with just the right timing, a super shot (306 yd) can be hit.

**c) Stance**

- The direction the player faces can be changed by using the right and left sides of the ✚ control pad.
  * The arrow on the right of the screen (↗) indicates which direction the player is facing.

**d) Wind direction and velocity**

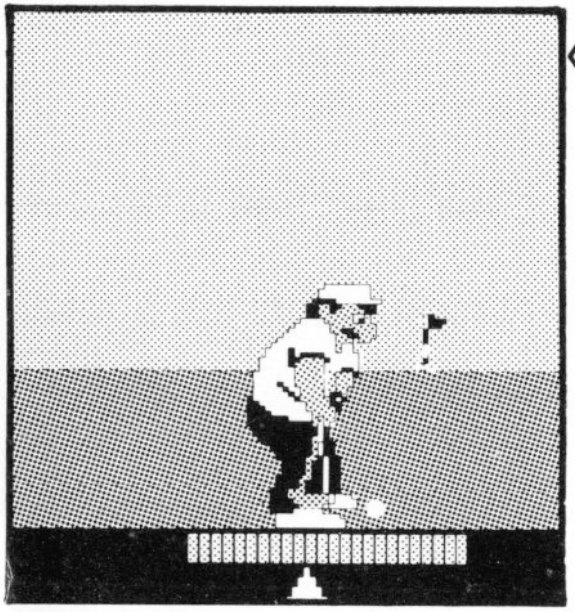
- The wind is blowing on the course. There is a WIND display in the message area that indicates one of 8 wind directions (with an arrow) and a wind velocity of between 0 and 15 MPH.

## Putting

### a) How to putt

- The A button is pressed twice to putt.

*1. Backswing*

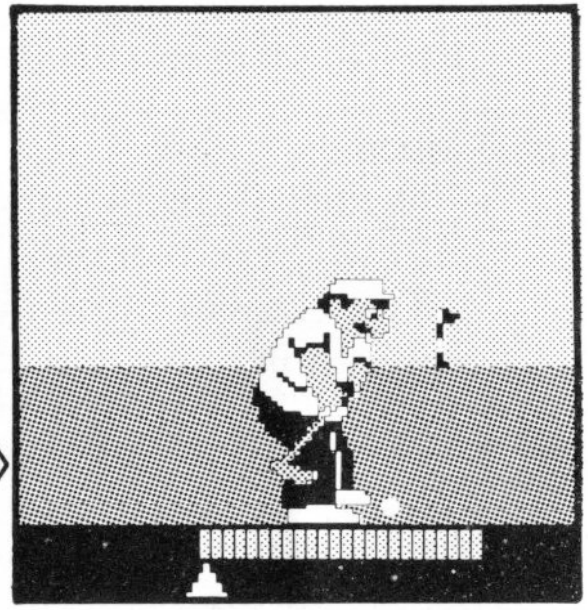


Swing meter

Press button A once to start the backswing.

Press the A button again to start the downswing. Where you start the downswing determines the rolling distance.

*2. Downswing*



Swing meter

### b) Direction the ball is hit in

- The ball will be hit toward the target mark (+) on the screen. Before putting, use the ✥ control pad to aim the target mark in the desired direction.

### c) The "roll" of the green

- The (v) mark on the green indicates the grain of the turf. The roll of the putt will change according to the conditions of the turf.

**[Rules]** Note that some rules differ from real golf rules.

- If a ball goes OB (Out of Bounds), you are penalized 2 strokes and the ball is played from where it was lying before you shot it OB.

* When a ball goes into the woods, it is usually considered OB. (There are exceptions to this.)
* Ponds on the 5th, 8th, and 18th holes are OB.
* If the ball goes off the screen, it is considered OB – no matter what hole it is.

- The ocean, ponds, rivers, etc., are considered water hazards. If a ball lands in one of these, you are penalized 1 stroke and the ball is played from a set location.
- The flying distance of a bunker shot is calculated as half that of a fairway shot.

## Club types and distances

| | | Fairway shot | Bunker shot | | | Fairway shot | Bunker shot |
|---|---|---|---|---|---|---|---|
| 1 | 1W | 262 | 131 | 8 | 6 I | 159 | 79.5 |
| 2 | 3W | 240 | 120 | 9 | 7 I | 142 | 71 |
| 3 | 4W | 230 | 115 | 10 | 8 I | 126 | 63 |
| 4 | 1I | 213 | 106.5 | 11 | 9 I | 109 | 54.5 |
| 5 | 3I | 191 | 95.5 | 12 | PW | 87 | 43.5 |
| 6 | 4I | 180 | 90 | 13 | SW | 66 | 33 |
| 7 | 5I | 170 | 85 | 14 | PT | 33 | 16.5 |

(Distances are in yards)

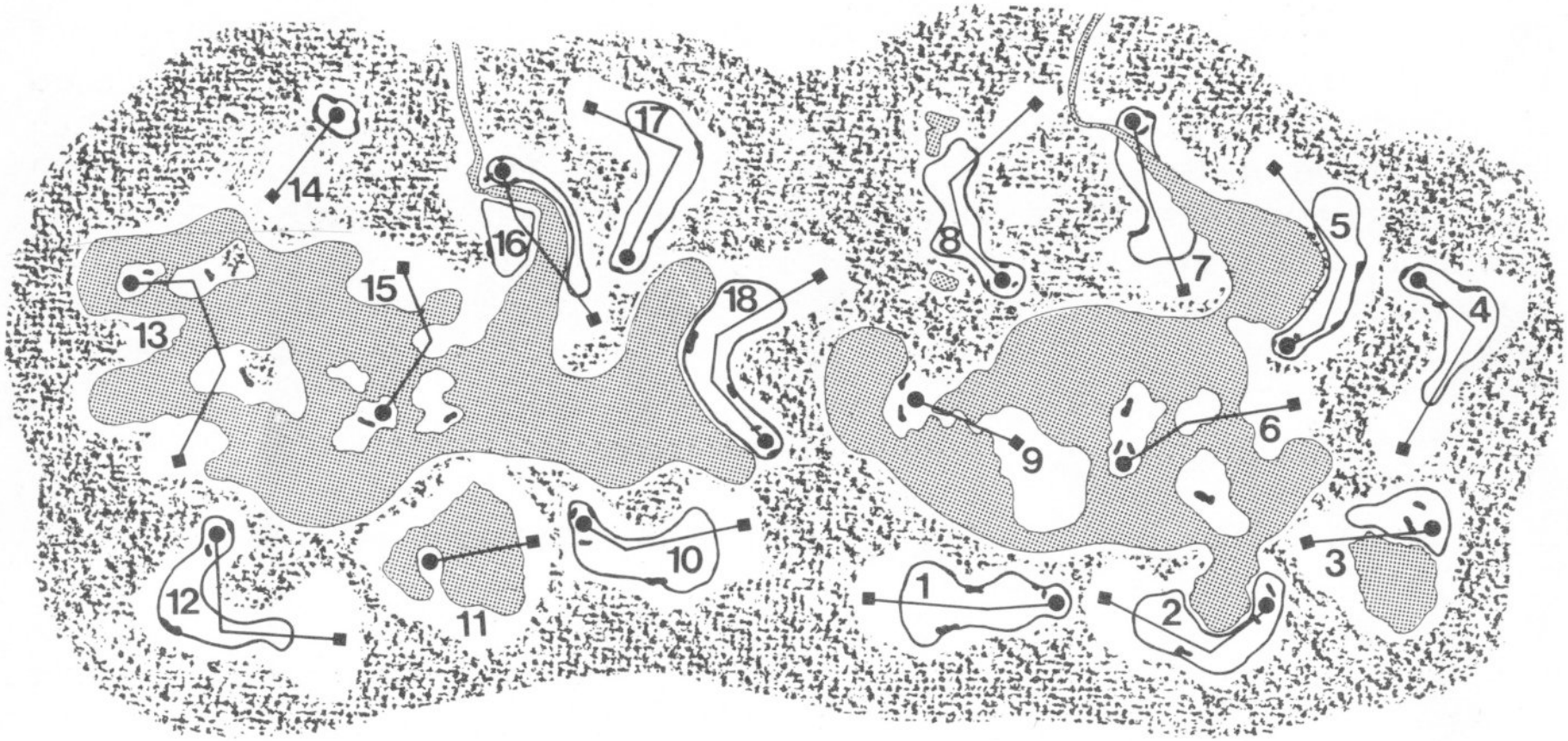
* Super shot with 1W: 306
* PT : Putter
* W : Wood
* I : Iron

## Hole length

| Hole No. | Handi-cap | Yd. | Par | Hole No. | Handi-cap | Yd. | Par |
|---|---|---|---|---|---|---|---|
| 1 | 16 | 390 | 4 | 10 | 12 | 395 | 4 |
| 2 | 11 | 395 | 4 | 11 | 18 | 220 | 3 |
| 3 | 17 | 215 | 3 | 12 | 4 | 410 | 4 |
| 4 | 13 | 388 | 4 | 13 | 3 | 542 | 5 |
| 5 | 2 | 491 | 5 | 14 | 14 | 174 | 3 |
| 6 | 8 | 398 | 4 | 15 | 5 | 343 | 4 |
| 7 | 7 | 408 | 4 | 16 | 6 | 400 | 4 |
| 8 | 9 | 494 | 5 | 17 | 15 | 466 | 4 |
| 9 | 10 | 247 | 3 | 18 | 1 | 513 | 5 |
| OUT | | 3426 | 36 | IN | | 3463 | 36 |
| | | | | TOTAL | | 6889 | 72 |

(Distances are in yards.)

# COURSE LAYOUT



# COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

MEMO

MEMO

# 90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

## 90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: Outside Washington State (800) 422-2602, or Inside Washington State (206) 882-2040. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.

3. If the Nintendo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820 – 150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

## REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Nintendo, enclosing a check or money order for $10.00 payable to Nintendo of America Inc. Nintendo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

## WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

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Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98052 U.S.A.

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